```
...heritance and Polymorphism\Game\Game Inheritence\Goal.h
1 #include "PlaceableActor.h"
 2
 3 class Goal : public PlaceableActor
 4 {
 5 public:
        Goal(int x, int y);
 7
        virtual ActorType GetType() override { return ActorType::Goal; }
        virtual void Draw() override;
 9
10
11 };
```